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Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent ...

2 [GPGPU: general purpose computation on graphics hardware](#)

[David Luebke](#), [Mark Harris](#), [Jens Krüger](#), [Tim Purcell](#), [Naga Govindaraju](#), [Ian Buck](#), [Cliff Woolley](#), [Aaron Lefohn](#)
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The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex ...

3 [Two methods for display of high contrast images](#)

[Jack Tumblin](#), [Jessica K. Hodgins](#), [Brian K. Guenter](#)
 January 1999 **Transactions on Graphics (TOG)**, Volume 18 Issue 1
Publisher: ACM [Request Permissions](#)

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High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, ...

Keywords: adaptation, tone reproduction, visual appearance

4 [Some assembly required: building a digital government for the 21st century](#)

[Sharon S. Dawes](#), [Peter A. Bioniarz](#), [Kristina L. Kelly](#), [Patricia D. Fletcher](#)
 May 2002 **dg.o '02: Proceedings of the 2002 annual national conference on Digital government research**
Publisher: Digital Government Research Center

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5 Some assembly required: building a digital government for the 21st century

Sharon S. Dawes, Peter A. Bioniarz, Kristine L. Kelly, Patricia D. Fletcher

May 2000 **dg.o '00**: Proceedings of the 2000 annual national conference on Digital government research

Publisher: Digital Government Research Center


Full text available:  Pdf (889.21 KB)

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6 Projectors: advanced graphics and vision techniques

 Barnesh Raskar

August 2004

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7 Facial modeling and animation

 Jörg Haber, Demetri Terzopoulos

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In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...


8 Seeing, hearing, and touching: putting it all together

 Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

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9 Host Mobility Using an Internet Indirection Infrastructure

 Shelley Zhuang, Kevin Lai, Ion Stoica, Randy Katz, Scott Shenker

May 2003

MobiSys '03: Proceedings of the 1st international conference on Mobile systems, applications and services


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10 blue-c: a spatially immersive display and 3D video portal for telepresence

 Markus Gross, Stephan Würmlin, Martin Naef, Edouard Lamboray, Christian Spagno, Andreas Kunz, Esther Koller, Meier, Tomas Svoboda, Luc Van Gool, Silke Lang, Kai Strehlke, Andrew Vande Moere, Oliver Staadt

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We present *blue-c*, a new immersive projection and 3D video acquisition environment for virtual design and collaboration. It combines simultaneous acquisition of multiple live video streams with advanced 3D projection technology in a CAVE™-like ...





Keywords: 3D Video, graphics hardware, real-time graphics, spatially immersive displays, virtual environments

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

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